

## **CHAPTER II**

### **REVIEW OF RELATED LITERATURE**

Chapter 2 reveals review of related literature based on relevant theories. It confers about the review of sociolinguistics, bilingualism and multilingualism, code-switching, types of code switching, vlog, and mobile legend.

#### **2.1 Sociolinguistics**

Sociolinguistics is commonly utilized for the study of the relationship amid language and society (Yule, 2006). Sociolinguistics can be defined as the study of language function in a social context and the development of language in society (Sumarsih et al., 2014). Based on the aforementioned explanation, sociolinguistics, due to the function of language, is concerned to the final target of better understanding. Likewise, it is focused on the way of language use; how language is used may be different from one social group to other social groups. It is because the influence of some certain factors such as culture, social and individual preference.

#### **2.2 Bilingualism and Multilingualism**

The ability which enables a person to deliver speech with two or more than two languages is referred to bilingualism (Fromkin et al., 2011). Additionally, it mirrors to the nations circumstances where there are more than one language are daily vocalized by person and it is known to be a certified language of the nation. Besides bilingualism, there is another term called multilingualism. Notwithstanding, the resources of multilingual is derived from more than two

languages at their disposal Lowi (2005). While being in touch with everyone who share these sources, they can utilize all languages they acquired to have communication with others. As a matter of fact, bilingualism and multilingualism declare the same concept. Yet, everyone who can speak more than two languages can be classified into multilingualism.

## **2.3 Code-Switching**

### **2.3.1 Definition of Code-Switching**

The application of code switching (henceforth: CS) is the phenomena which is considered normal as it is an essential part of communication in life. Hornberger (2010), while coming with two languages or more in communication, those languages may tend to color one another. Moreover, CS could be well-defined as the interchange of employing more than one language. Nevertheless, as it is claimed by Wardhaugh (2006), when being in the conversation, people are required to choose a specific code whenever they have a desire to speak, and the code-switching may be applied within short utterances. In like manner, it can unveil itself amid speakers' turns or within a single speaker's turn in the conversation. To sum up, the occurrence of code switching is influenced by the implementation of language which is more than one languages in the level of word, phrase, clause or sentence. While two or more languages is spoken alternately or two or more languages is combined in one speech situation, it can be defined as the use of code-switching.

### 2.3.2 Types of Code-Switching

Poplack (1981, as cited in Saraswati, et al., 2016) uncovers that there are three different types of code-switching:

#### 1. Intra-sentential

Intra-sentential switching represents to instance where the switch happens amid word, phrase, or clause inside the sentence. Nevertheless, the application of more than one language comes across sentences. For instance:

“Namanya mulai terkenal di tahun 1998, dimana saat itu Elbaz mendapatkan promosi besar-besaran sebagai *head designer* untuk *brand* YSL.” (Saraswati et al., 2016, p 43)

Translation:

“His name was famous in 1998 where Elbaz got the great promotion as head designer for YSL brand.”

#### 2. Inter-sentential

Inter-sentential switching, elseways, speaker switches one language to another between different sentences. In other words, speaker combine one language with another language in dissimilar sentences. This indicates that when the individual's speech is separated into sentences, one sentence may be in one language while another sentence can be in a completely another language. For instance:

“Lagu bareng Ellie ini adalah paling favorit dari semua lagu yang pernah aku bikin. *I love the way it sounds. I love the strings. I think that’s unusual and cool.*” (Saraswati et al., 2016, p 43)

Translation: “Having a song with Ellie was my favorite than all songs I have done. I love the way it sounds. I love the strings. I think that’s unusual and cool.”

### 3. Tag

Tag switching is merely the addition of a tag in one language in the sound which is fully in another language. For instance:

“*Yeay!* Rasa penasaran kita soal nasib Tris dan Four dalam sekuel Divergent ini akan segera teratasi.” (Saraswati et al., 2016, p 44)

Translation: “*Yeay!* Our curiosity about Tris and Four in Divergent sekuel is going to be answered soon.”

### 2.3.3 Reasons Motivating the Use of Code-Switching

Code switching may deliberately be employed by speakers in many situations. The presence of CS is inclined by numerous aspects. Holmes (2013, as cited in Inuwa, et.al, 2014), stated that certain social aspects where people are speaking may influence the way they speak.

#### **2.3.3.1 The Participant**

The language users are classified to the participants when they are involved in specific interactions or discussion consist of who is/ are speaking, and to whom the speakers or language users speaking to.

#### **2.3.3.2 Social Context**

Social background of which the interaction between the participants can be referred to social context. This covers situation in which the participants have a spoken activity, which can be in classroom or outdoor, office, or at home.

#### **2.3.3.3 The Topic**

The topic may be another essential aspect to utilize CS. People, probably, switch code within a speech to confer a certain topic. A topic can cover a religious sermon, formal dialog, news casting, or chitchats amid dyad. Accordingly, the code selection is typically decided by the conversation topic.

#### **2.3.3.4 The Purpose**

The purpose represents collaborative goals which the individual purposes to achieve throughout or after the conversation. The purpose of any interactive conversation amid talkers is the countenance of oneself on a social basis.

#### **2.3.3.5 Status**

The status comprises characteristic parts affiliation that occurs amid social situation of the participants in a specific background. The social role of each speaker is significant in defining which code is awaited to be applied in a specific situation. An identical person may produce dissimilar code subjected to the listener(s), context, role and educational/ career background in a given situations.

### **2.3.3.6 Solidarity**

Solidarity denotes to the distance of social amid the participants, which encompasses the connection amid the speakers. Are they accompanies, host-stranger, teacher-pupils, preacher-audiences, doctor-patient, newscaster-viewers?

### **2.3.3.7 Formality**

Another fundamental aspect in defining switching amid the varieties of language in a convinced situation is formality. Recognized or the situation which is formal may include communal lectures, authorized meetings, and the instructions of the classroom, they involve a formal variety of language regardless to the contestants. While it is in informal dealings such as daily conversation amid students which is outside the classroom, a casual languages variety is unquestionably predicted into a session during the talkative conversation.

### **2.3.3.8 Functions**

The functions of the language entail a fragment that language contributes in a specific condition in a distinctive treatise. Is there a reason why is the language employed? Are the participants delivering questions or responses, bouncing orders, seeking for a request for forgiveness, trading salutation or yarns? The occupations possibly will have the referential sense or an emotional sense.

## **2.4 Mobile Legend**

### **2.4.1 Definition of Mobile Legend**

Mobile legend is one of renowned game worldwide. It is designed for mobile phone, but it can also be played on the PC by the support of android/iOS

emulator. Mobile legends (Bang Bang) is a multiplayer online battle arena (MOBA) mobile game developed and published by Shanghai Moonton Technology. Mobile Legends is arguably one of the most popular mobile games currently being played. Mobile legend release in China, Indonesia, and Malaysia on July 11, 2016 for android and IOS on November 9, 2016. Mobile Legends game offers a game with two opposing teams fight each other to reach and destroy the one another's base. Moreover, there are two teams with five players in each team. Each player controls an avatar called a "*hero*", from their own device. There is a weaker computer-controlled characters, renowned as "*minions*", spawn at team bases and follow the three lanes to the opposite team's base, fighting enemies and turrets.

There are altogether 7 divisions in ranked play (from low to highest): Warrior, Elite, Master, Grand Master, Epic, Legend, and Mythic. Players get one star for every victory in ranked play, and lose a star for every loss. The defeat will result in demotion. In Warrior division no stars will be deduced for losses. Mythic is the highest division in ranked play, and the top 50 players at Mythic rank on every server will receive the Glorious Mythic title. Players who reach Mythic and Glorious Mythic rank can unlock exclusive avatar borders.

When a season ends every six month and a new season begins, a starting division will be calculated based on the final division calculated in the previous season. Claim rewards from your mailbox at the end of the season according to your highest division reached.

#### **2.4.2 The Reasons for Playing Games**

In general, playing game has a reason to fill everyone's spare time. In addition, everyone desires to gain enough fun while playing game. They can decrease their stress and improve their mood by playing game. Moreover, gamers, as the fact revealed, can be considered as an Introvert, they may not have many friends, so they spend their time for games. Additional reason of playing game is it is declared as a hobby for some persons.

Nowadays, gamers can be noted as a profession. It is because they can get more money through games. In this case, online game is the way to siphon much money. Furthermore, as stated by Geeter (2018), nowadays gaming fans have been change playing video games become a full-time job that can be earn profit, some of them obtain millions of dollars before 30 years old.

The last but not least, all of the aforementioned things can be the main reason for someone to play game, especially online game.